Logic Model Development

Strategic Planning Framework Partnership for Success

Phoenix, AZ
September 9, 2014
AJ King, Consultant

Agenda

- What is a logic model?
- How are logic models used?
- Logic models and the Strategic Planning
 Framework
- Basic Components of a Logic Model
- Building a logic model that you love

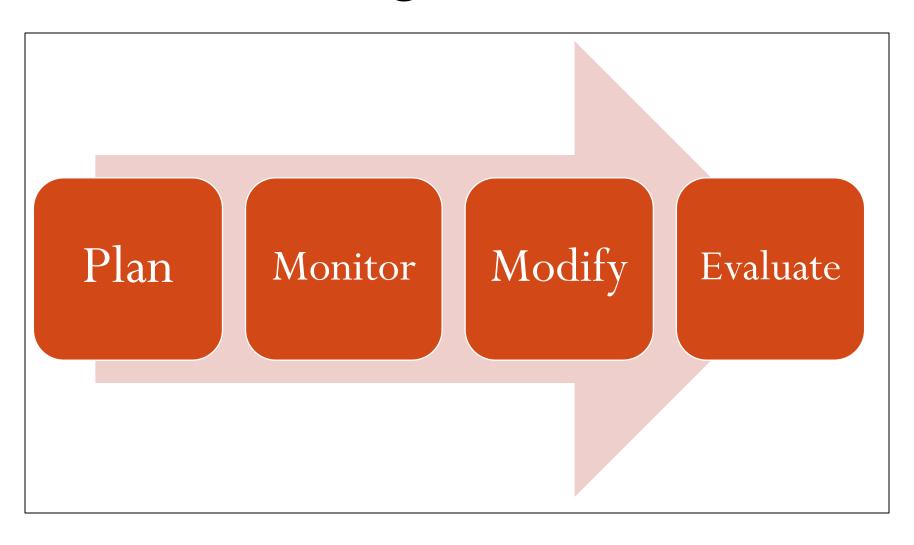
What is a logic model?

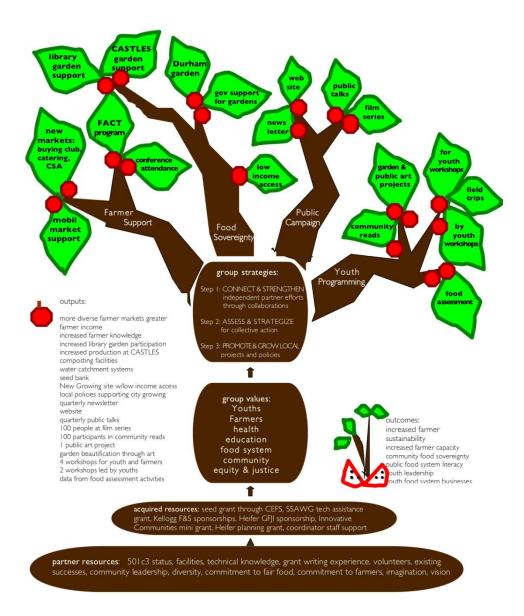
A graphic depiction of the key components of a program, how they relate to each other, and how the program will achieve the intended results.

Logic Models

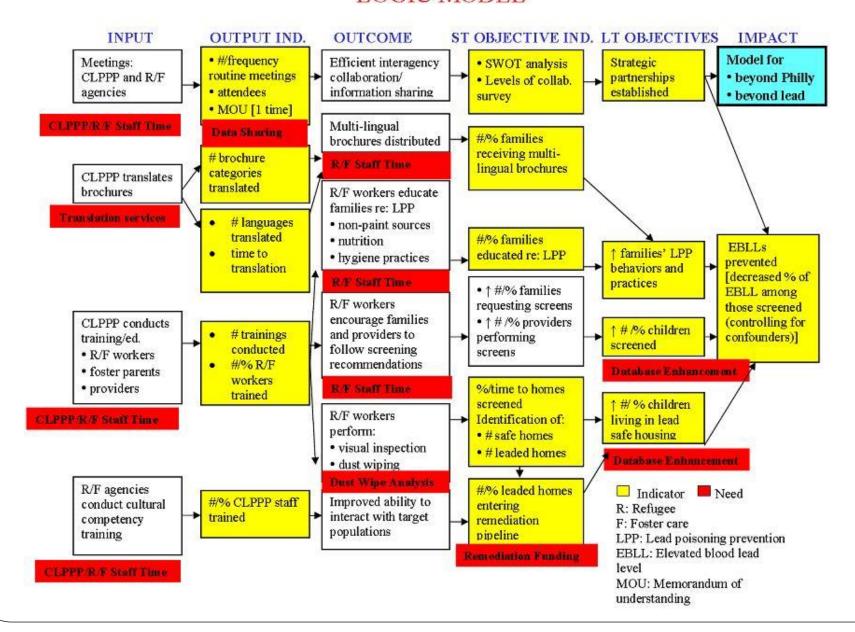
- Summarize key program components
- Explain rationale behind activities
- Clarify intended outcomes
- Provide a communication tool

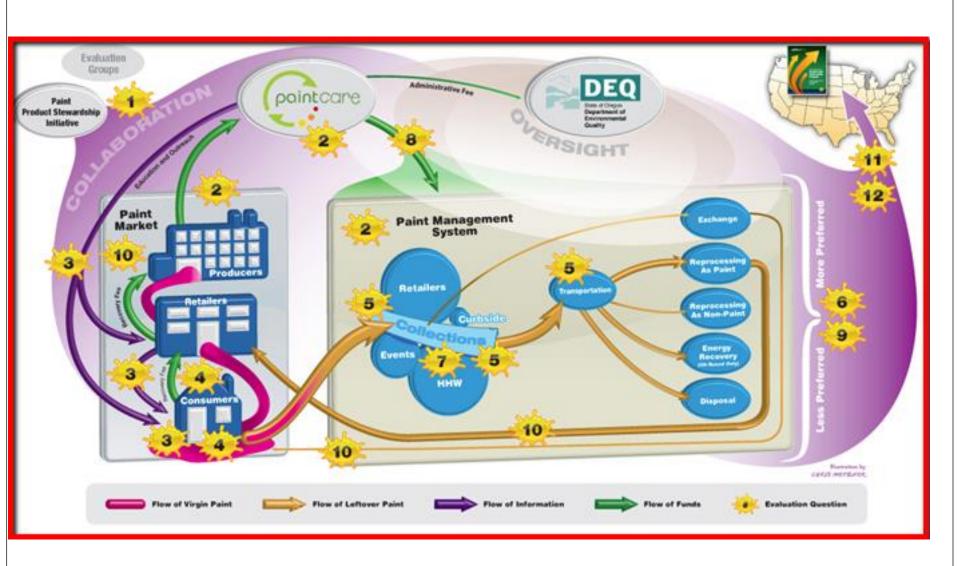
How are Logic Models Used?





Philadelphia Childhood Lead Poisoning Prevention Program (CLPPP) Targeted Refugee and Foster Care Program LOGIC MODEL





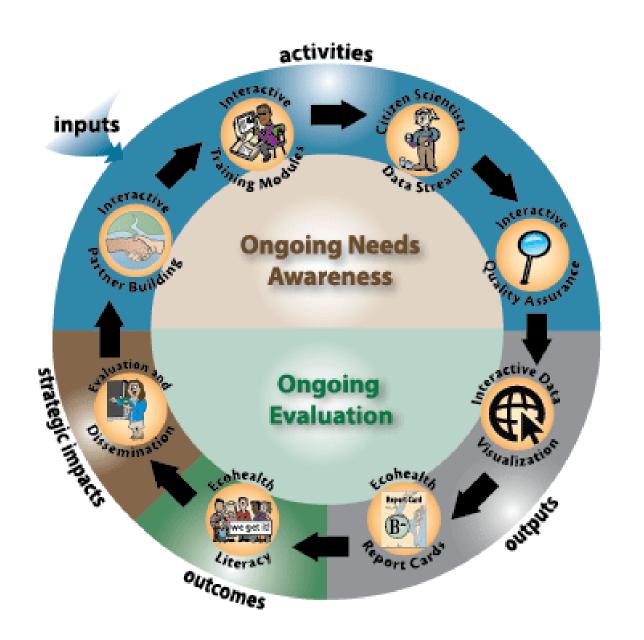
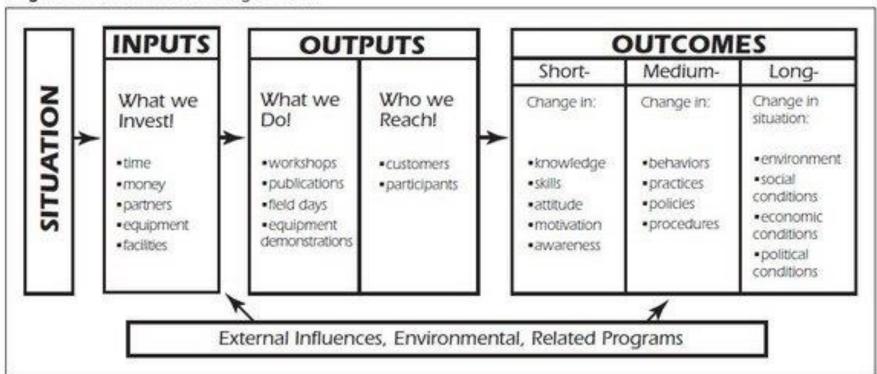
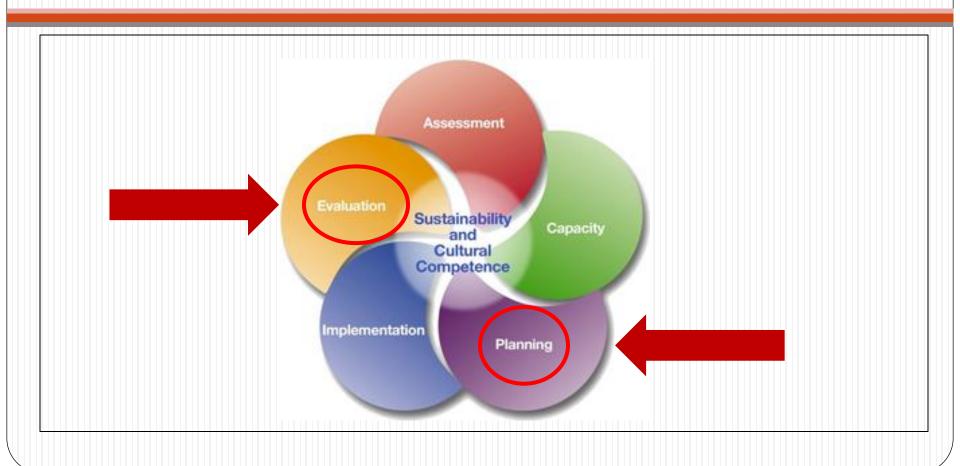


Figure 1. Elements of the Logic Model.3





SPF Process:

- 1. Assess Needs
- 2. Build Capacity
- 3. Plan
- 4. Implement
- 5. Evaluate

LM Components:

Problem

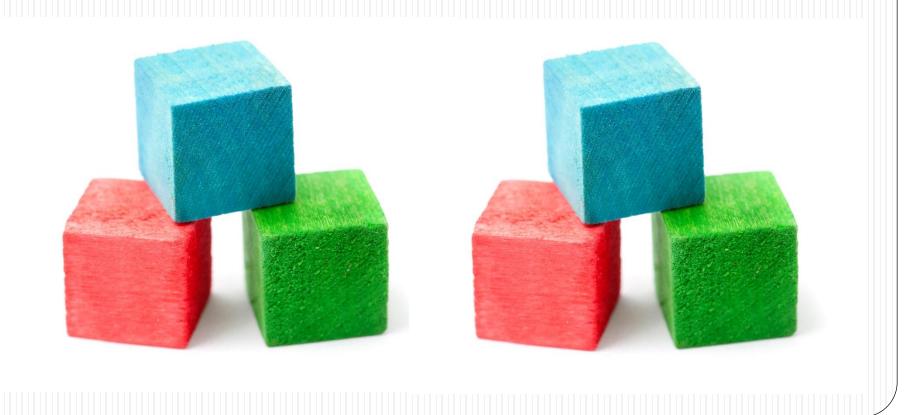
Resources

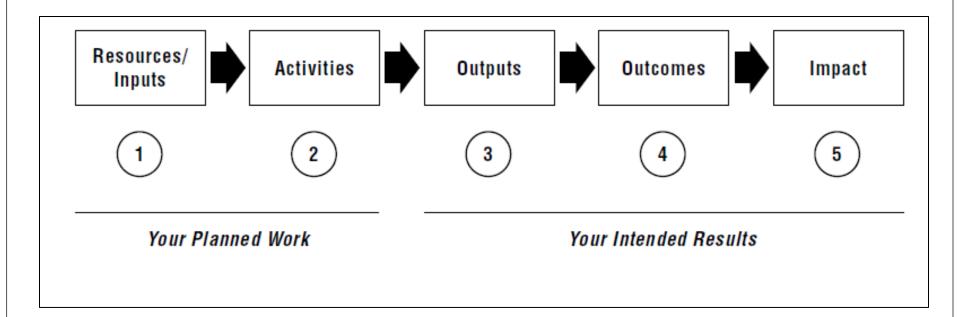
Activities

Outputs

Outcomes

Basic Components of a Logic Model



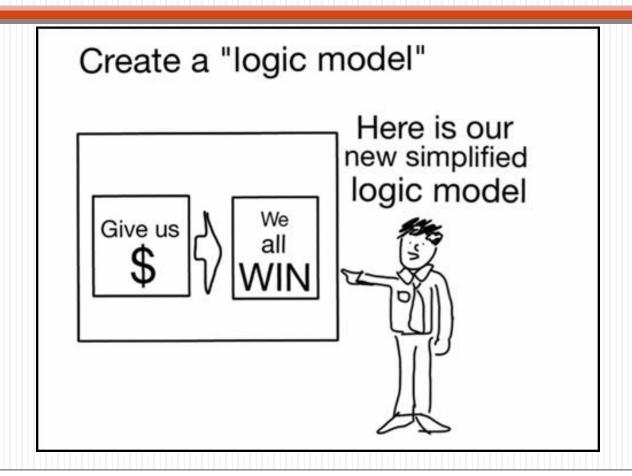


Source: W.K. Kellogg Foundation, Logic Model Development Guide

RESOURCES	ACTIVITIES	OUTPUTS	OUTCOMES	IMPACT
Human, financial, organizational & community resources available to support the program. May also be referred to as to as <i>Inputs</i> .	What the program does w/resources. The intended processes, tools, events, technology, & actions that are part of implementation. Activities produce intended changes or results. May also be referred to as <i>Methods</i> or <i>Approach</i>	The direct products of activities: the types & levels of services to be delivered, number of people expected to participate, etc.	The specific, measurable changes in participants' behavior, knowledge, skills, status & level of functioning	The fundamental intended or unintended change occurring in organizations, communities or systems as a result of program activities within 7 to 10 years

Adapted From: W.K. Kellogg Foundation, Logic Model Development Guide

Building a Logic Model



Step 1: Define the Problem



Definitions

Problem

- (1) The Problem: The current condition that is causing concern in your community
- (2) Causes of the Problem: What led to the current problem or condition how did we get here?

Example

Problem

- (1) The Problem: high rates of alcohol use among youth in our community
- (2) Causes of the Problem: Youth are not properly supervised after school; social norms; liquor stores are not checking IDs.

SPF Process:

- 1. (Assess Needs)
- 2. Build Capacity
- 3. Plan
- 4. Implement
- 5. Evaluate

LM Components:

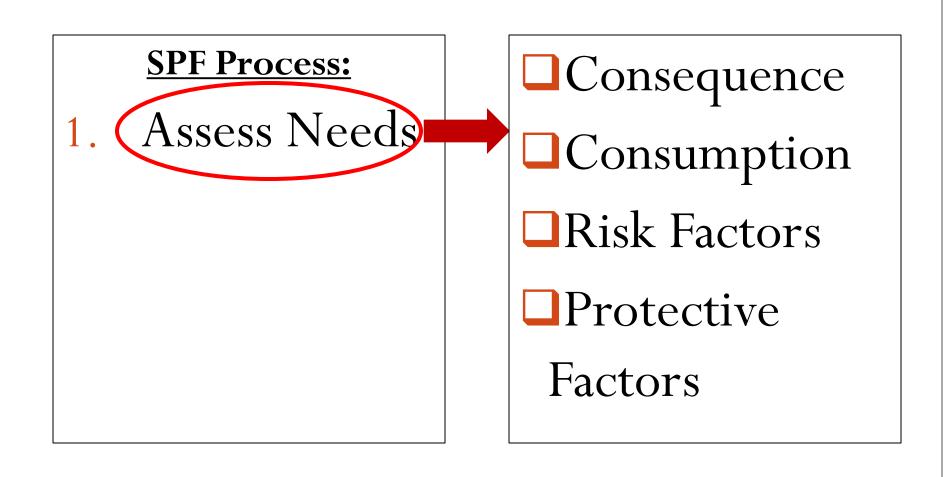
Problem)

Resources

Activities

Outputs

Outcomes



Step 2: Identify Activities

Problem

High rates of alcohol use among youth in our community

Cause of the Problem:

Youth are not properly supervised after school; social norms promote drinking; liquor stores are not checking IDs.

Activities

What the program does w/resources. The intended processes, tools, events, technology, & actions that are part of implementation. Activities respond to causes of the problem and produce intended changes or results.

Building a Logic Model Step 2: Identify Activities

Problem

High rates of alcohol use among youth in our community

Cause of the Problem:

Youth are not properly supervised after school; social norms promote drinking; liquor stores are not checking IDs.

Activities

Wilson High School will provide 4 hours a week of afterschool mentoring to 200 students.

SPF Process:

- 1. Assess Needs
- 2. Build Capacity
- 3. (Plan)
- 4. Implement
- 5. Evaluate

LM Components:

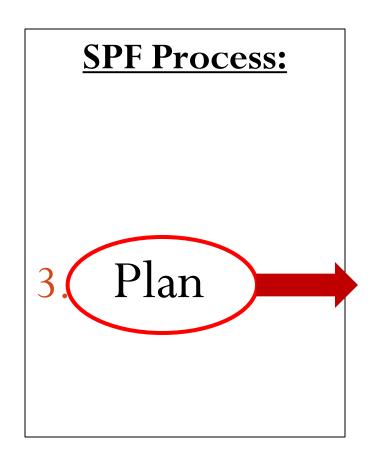
Problem

Resources

Activities

Outputs

Outcomes



Select interventions that are:

- evidence-based
- ☐ most likely to impact the factors you have prioritized
- ☐ consistent with the beliefs and attitudes of your target population.

Building a Logic Model Step 3: Identify the Desired Outcomes

Problem

(1) The Problem: The current condition that is causing concern in your community

(2) Causes of the Problem:

What led to the current problem or condition – how did we get here?

Outcome

Specific, measurable changes in participants' behavior, knowledge, skills, status and level of functioning.

Building a Logic Model Step 3: Identify the Desired Outcomes

Problem

High rates of alcohol use among youth in our community

Outcome

But how do we get there?

Problem

High rates of alcohol use among youth in our community

Outcome

Building a Logic Model Step 3: Identify the Activities

The Problem:

high rates of alcohol use among youth in our community

Causes of the

Problem: Youth are not properly supervised after school; social norms; liquor stores are not

checking IDs.

Activities:

Wilson High School will provide 4 hours a week of afterschool mentoring to 200 students.

Outcome

Building a Logic Model

Resources/
Inputs

Activities

Wilson High School will provide 4 hours a week of after-school mentoring to 200 students. **Outputs**

Outcome

Building a Logic Model Step 4: Identify the Resources/Inputs

Resources/ Inputs

The human, financial, organizational & community resources available to support the program

Activities

Wilson High School will provide 4 hours a week of afterschool mentoring to 200 students.

Outputs

Outcome

Building a Logic Model Step 4: Identify the Resources/Inputs

Resources/Inputs2 FTE staff; 75
volunteer

mentors; teacher

oversight of mentors; Class-

room space;

outreach material;

curricula; donated

snacks; late bus transportation;

\$15K donation;

\$150K grant funds

Activities

Wilson High School will

provide 4 hours

a week of after-school

mentoring to

200 students.

Outputs

Outcome

Wilson students who participate

in the program

will decrease

their rate of alcohol use by

50% by the end

of the year.

Building a Logic Model Step 5: Identify the Outputs

Resources/Inputs

2 FTE staff; 75 volunteer mentors; teacher oversight of mentors; Classroom space; outreach material; curricula; donated snacks; late bus transportation; \$15 donation; \$150K grant funds

Activities

Wilson High School will provide 4 hours a week of afterschool mentoring to 200 students.

Outputs

The direct products of activities: the types & levels of services to be delivered, number of people expected to participate, etc.

Outcome

Building a Logic Model Step 5: Identify the Outputs

Resources/Inputs

2 FTE staff; 75 volunteer mentors; teacher oversight of mentors; Classroom space; outreach material; curricula; donated snacks; late bus transportation; \$15K donation; \$150K grant funds

Activities

Wilson High School will provide 4 hours a week of afterschool mentoring to 200 students.

Outputs

1K flyers distributed; 100 parents attend meetings; 75 mentors trained; 200 students mentored; 800 hours of mentoring provided weekly

Outcome

PROBLEM	RESOURCES	ACTIVITIES	OUTPUTS	OUTCOME
Problem:				
Cause:				

Building a Logic Model Step 6: Adding Evaluation

Thank you!

AJ King

aj@ajkingconsulting.com